- When shading is enabled (see below) and the chart is rotated, the lights are rotated as if they are fixed to the chart.
- The rotation axes always relate to the page, not to the axes of the chart. This is different from some other chart programs.
- Select the **Perspective** option to view the chart in central perspective as through a camera lens (as opposed to using a parallel projection). Set the focal length with the spin box or type a number in the box. With a 100% setting, a far edge in the chart looks approximately half as big as a near edge.

Rotating 3D charts interactively

In addition to using the *Perspective* tab of the 3D View dialog, rotate 3D charts interactively in the following way:

1) Select the chart by double-clicking on it to enter edit mode. The chart should now be surrounded by a gray border.
2) Click once on the chart wall to select it, causing round selection handles to appear. The cursor changes to a rotation icon.
3) Press and hold the left mouse button while dragging in the desired direction. A dashed outline of the chart is visible to help see how the result will look.
4) Release the mouse button when satisfied.
5) Click outside the chart to exit edit mode.

Appearance

Use the *Appearance* tab of the 3D View dialog (Figure 113) to modify some aspects of the appearance of the data in a 3D chart.

First select a rendering scheme from the *Scheme* drop-down list – **Realistic** (default) or **Simple**. The scheme selected sets the options and light sources. Depending on the scheme selected, not all options may be available. To create a custom scheme, select or deselect a combination of **Shading**, **Object borders**, and **Rounded edges**.

Some hints:

- Select **Shading** to use the Gouraud method for rendering the surface. Otherwise, a flat method is used. The flat method sets a single color and brightness for each polygon. The edges are visible but soft gradients and spotlights are not possible. The Gouraud method applies gradients for a smoother, more realistic look. See the *Draw Guide* for more information on the use of shading.
- Select **Object borders** to draw lines along the edges.
- Select **Rounded edges** to smooth the edges of box shapes.